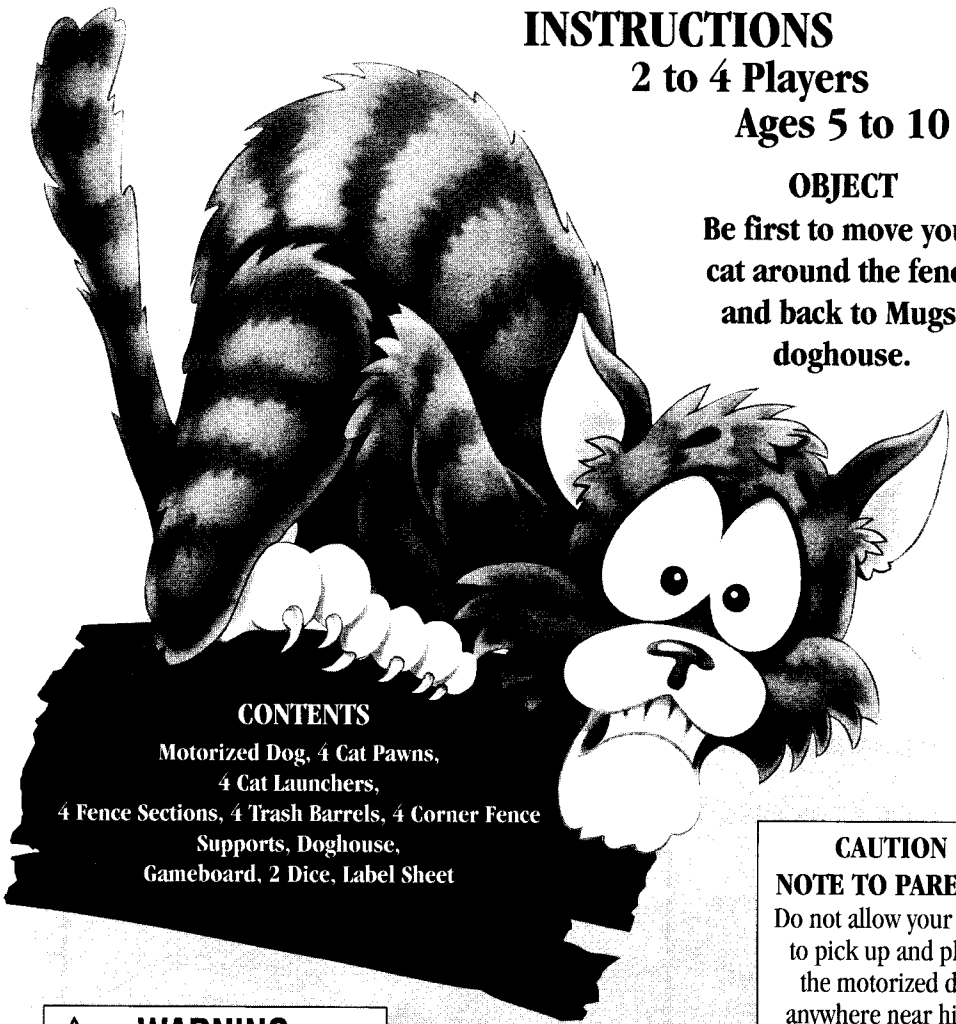
Fraidy Cats®

INSTRUCTIONS

2 to 4 Players

Ages 5 to 10



OBJECT

Be first to move your cat around the fence and back to Mugs' doghouse.

CONTENTS

Motorized Dog, 4 Cat Pawns,
4 Cat Launchers,
4 Fence Sections, 4 Trash Barrels, 4 Corner Fence Supports, Doghouse,
Gameboard, 2 Dice, Label Sheet

⚠ WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.

CAUTION
NOTE TO PARENTS

Do not allow your child to pick up and place the motorized dog anywhere near his or her hair. Entanglement injury could result. Adult supervision required.

ASSEMBLY

Here's what the gameboard looks like fully assembled and ready for a 4-player game! See Figure 1.

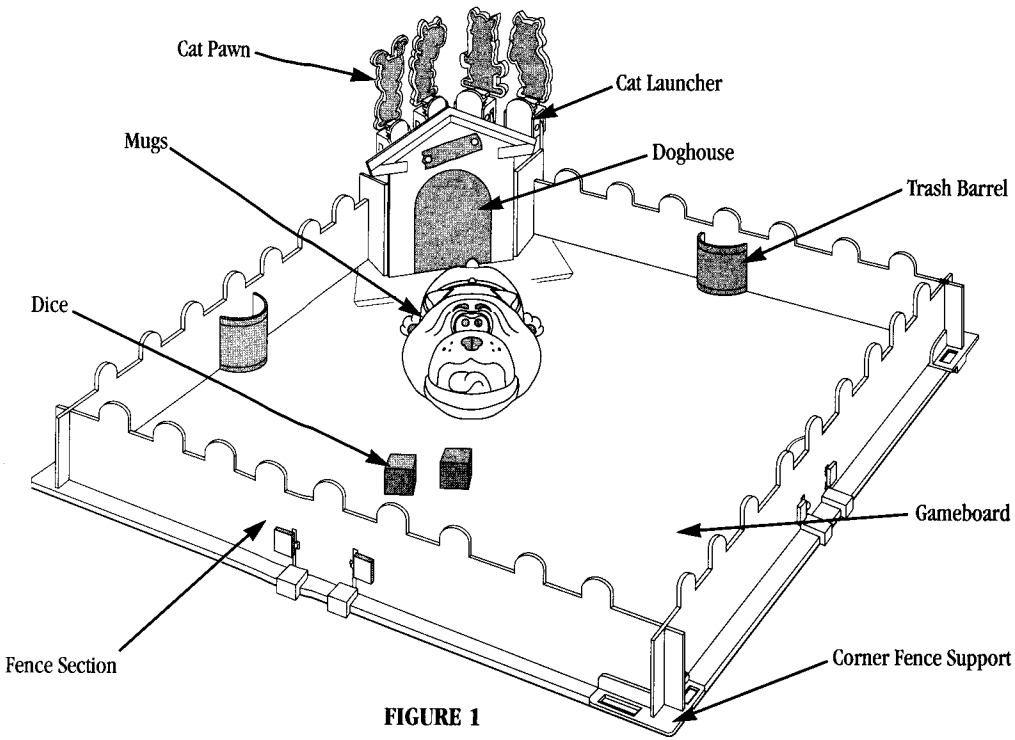


FIGURE 1

Now follow the 6 steps described below to put it all together.

1. Open the gameboard and place it on a flat surface in front of you.

2. ASSEMBLE THE REST OF THE GAMEBOARD

The Fence Supports:

Remove the four corner fence supports from the plastic runner. Slide one of the four supports onto each corner of the gameboard as shown in Figure 2.

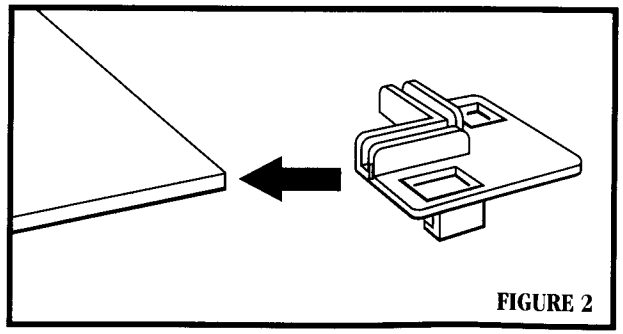
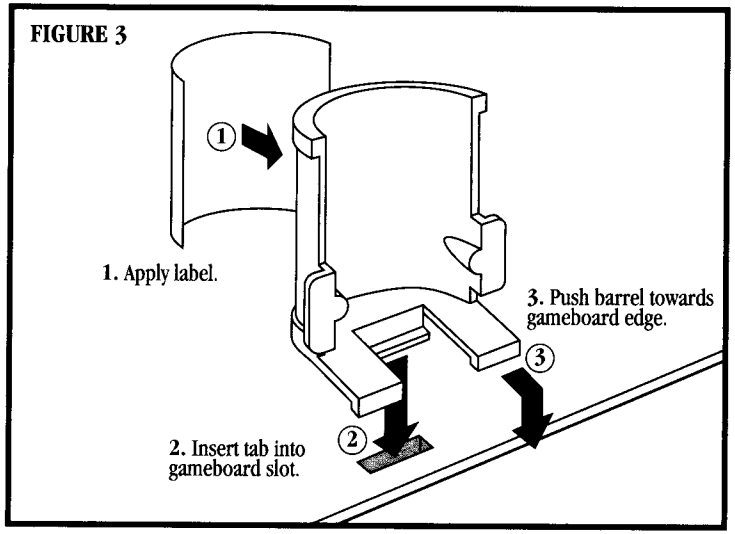


FIGURE 2



The Barrels:

Remove the four trash barrels from the plastic runner. Apply one barrel label to each barrel. Insert the bottom tab of a barrel all the way down into a slot in the gameboard. Then push the barrel towards the outer edge of the gameboard until it locks into position. Do the same for each barrel. See Figure 3.

The Fence: Carefully remove the four fence sections from the cardboard sheet. Attach each section to the gameboard *in numerical order* as shown in Figure 4.

IMPORTANT: Make sure that the number on each section is facing *out*.

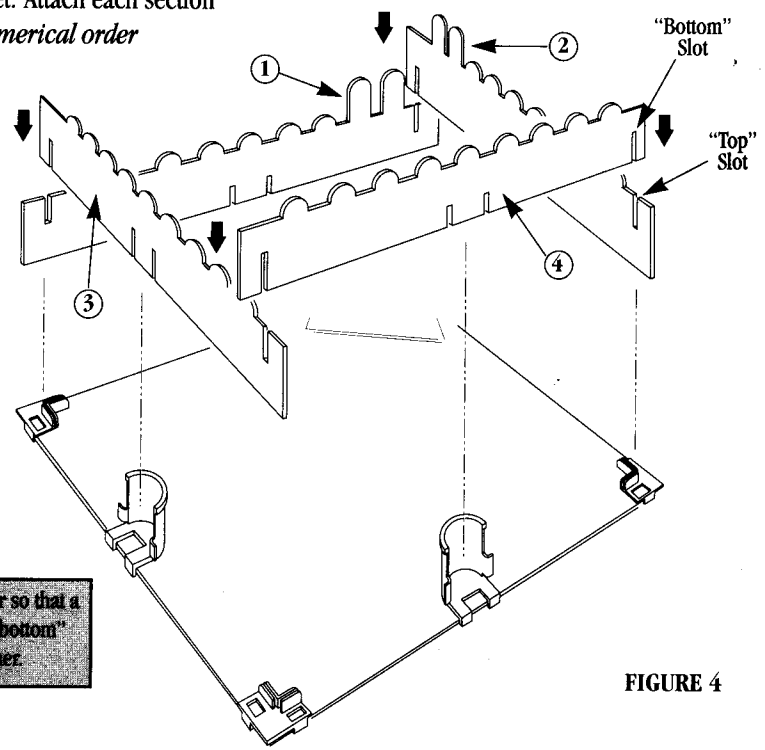


FIGURE 4

Attaching the Fence to the Barrels: Press the fence outward with your index finger as you slide the slots down over the barrel's side tabs. See Figure 5.

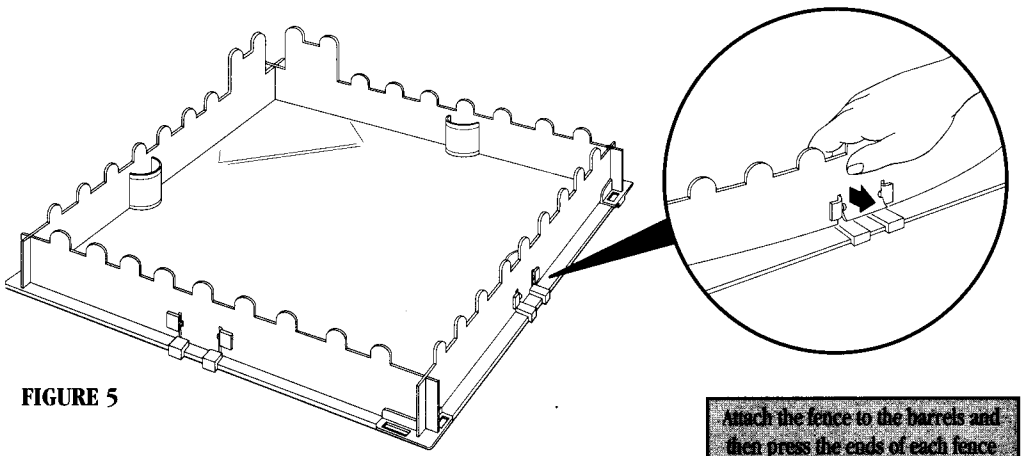


FIGURE 5

Attach the fence to the barrels and then press the ends of each fence section down into the slots of the corner fence supports.

3. ASSEMBLE MUGS' DOGHOUSE

Carefully remove Mugs' doghouse from the cardboard sheet. Discard waste. Fold the doghouse along the scored lines and slide the doghouse slots down into the two fence slots as shown in Figure 6.

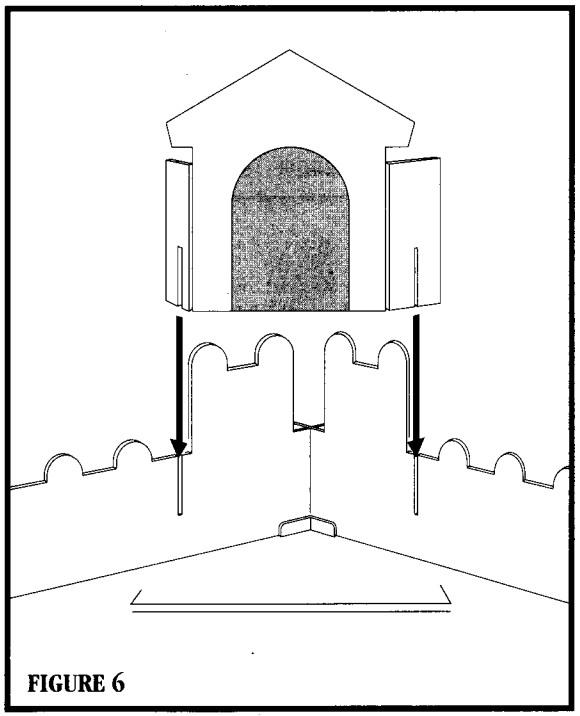


FIGURE 6

4. ASSEMBLE THE FOUR CAT LAUNCHERS

Carefully remove the boards, holders and caps from the plastic runner. Discard waste. Snap fit the pins of one board into the holes of one holder. Insert one spring into the spring chamber and secure it with a cap. Apply one paw label to the board. See Figure 7. Repeat for each launcher.

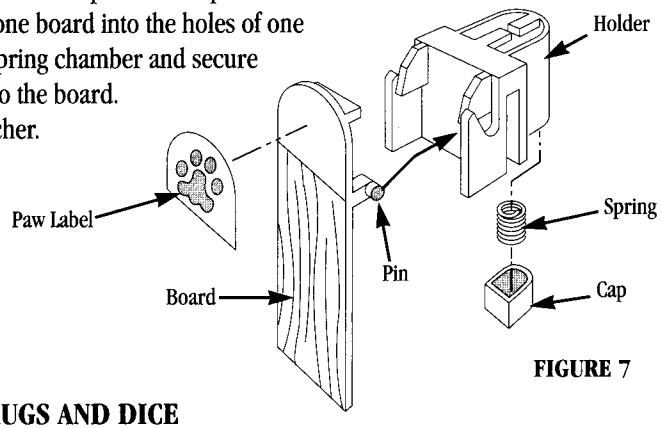
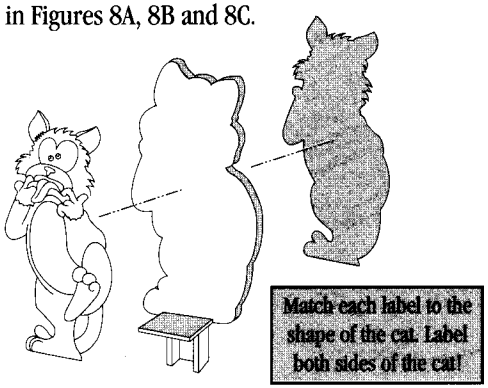


FIGURE 7

5. APPLY LABELS TO CATS, MUGS AND DICE

Remove the four cats from the plastic runner. Discard waste. Apply the labels to the four cats, Mugs and the two dice as shown in Figures 8A, 8B and 8C.



Match each label to the shape of the cat. Label both sides of the cat!

FIGURE 8A–CATS

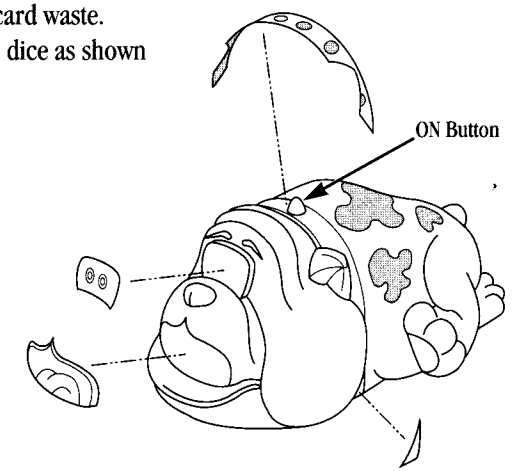
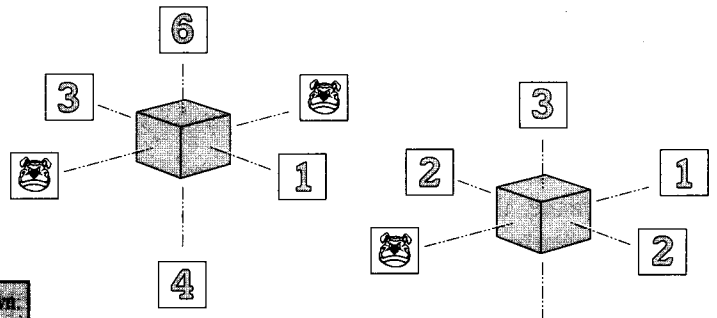


FIGURE 8B–MUGS



Label each die as shown.

FIGURE 8C–DICE

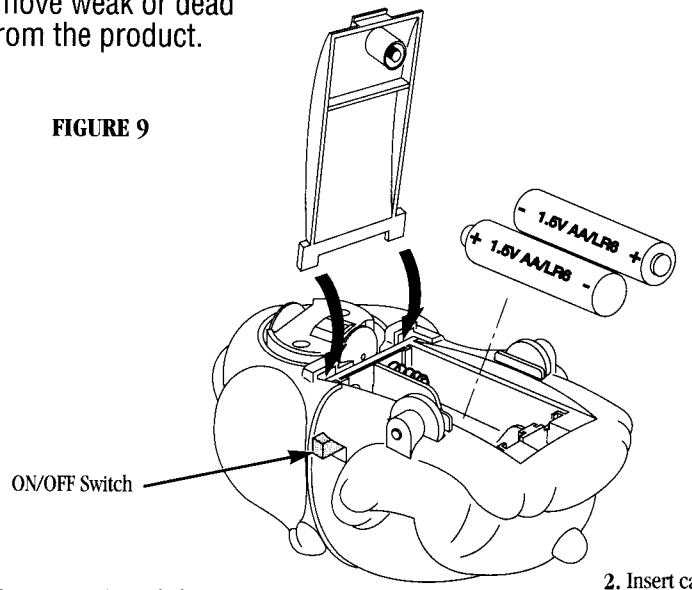
6. INSTALL MUGS' BATTERIES

Unscrew Mugs' battery door and insert 2 "AA" size alkaline batteries. Be sure to match the "+" and "–" battery symbols. Replace door and screw shut. See Figure 9. Make sure Mugs' ON/OFF switch is in the ON position. Test the batteries by pushing down on the spike in Mugs' collar. If Mugs' wheels start to turn, hot dog! You're all set. If they don't turn, the batteries may be weak or improperly installed.

Caution: To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the toy and battery manufacturer's instructions.
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

FIGURE 9



GETTING READY TO PLAY

1. Loading the Launcher: Choose a cat pawn and load it onto the cat launcher that has the matching color paw label. All players do the same. See Figure 10. Place any extra cats and launchers out of play.

2. Place your cat and launcher on one of the four tall fence posts behind Mugs' doghouse. All players do the same. (This is the START area of the gameboard.) Refer to Figure 1.

3. Place Mugs on the gameboard in front of his doghouse. Make sure he faces out into the yard! See Figure 1. Also make sure that his ON/OFF switch is in the ON position.

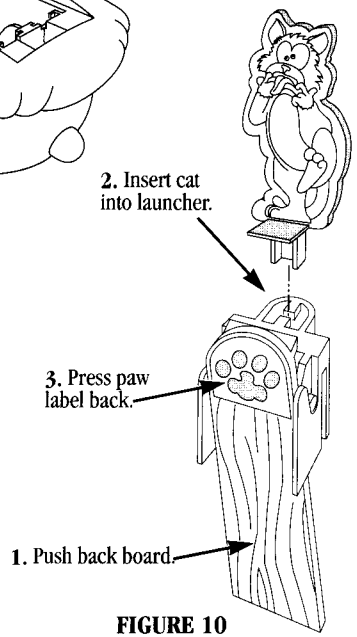


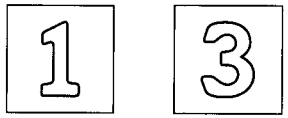
FIGURE 10

HOW TO PLAY

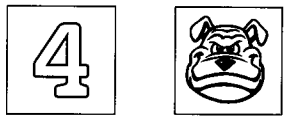
Choose a player to go first. Play then continues clockwise.

On Your Turn:

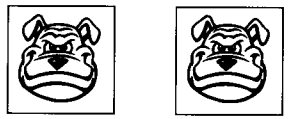
When it's your turn, roll both dice onto the gameboard. What you roll determines what you do next:



If you roll 2 numbers, move your cat clockwise along the fence posts the total number shown on the dice. (See *How to Move Your Cat* below.) This ends your turn.



If you roll a number and a picture of Mugs, first move your cat clockwise along the fence posts the number shown on the die. (See *How to Move Your Cat* below.) **Now remove the dice from the gameboard.** Then press the spike on Mugs' collar to send him chasing after the cats! (See *Mugs on the Move* on page 8.) This ends your turn.



If you roll 2 pictures of Mugs, remove the dice from the gameboard. Then press the spike on Mugs' collar to send him off to chase the cats! (See *Mugs on the Move* on page 8.) This ends your turn.

How to Move Your Cat

Hold your cat and move it (with its launcher) clockwise along the fence posts the total shown on the dice. Each fence post counts as "1" on your die roll. When moving, jump over any cats in front of you. *Do not count occupied spaces as part of your die roll.* Count barrels as regular fence post spaces. See Figure 11 for an example. **NOTE:** Mugs can't reach your cat if it's sitting in a barrel. Whew!

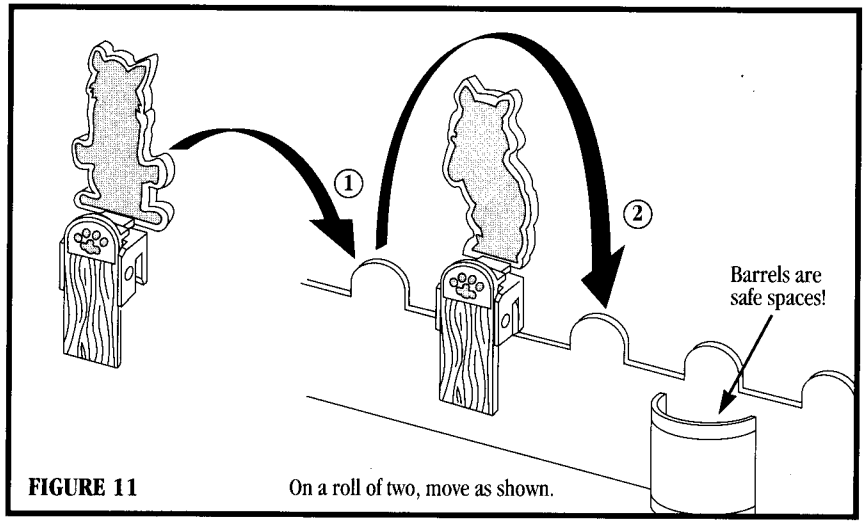
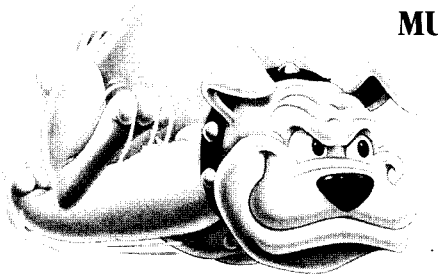


FIGURE 11 On a roll of two, move as shown.



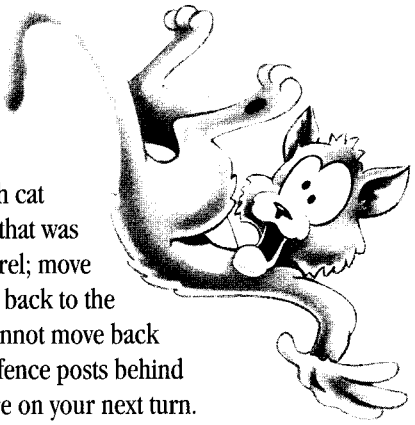
MUGS ON THE MOVE!

When you press the spike on Mugs' collar, he will start moving around the gameboard, bumping into the fence — or maybe even into your cat to send it flyin'! Mugs will keep moving for about 12 seconds before he stops to catch his breath. Once Mugs stops, leave him where he is.

NOTE: If Mugs is picked up while he is moving, he will stop.

WHEE! FLYIN' KITTIES!

If Mugs bumps into your cat and sends it flyin' into the air, reload your cat onto its launcher and move it *back* to the nearest unoccupied barrel. If Mugs sends more than one cat flyin', reload each cat onto its launcher. Move the first cat that was knocked off back to the nearest barrel; move the second cat that was knocked off back to the second nearest barrel, etc. If you cannot move back to a barrel, return to one of the tall fence posts behind Mugs' doghouse and start from there on your next turn.



HOW TO WIN

The first player to move his or her cat along the entire fence and back to Mugs' doghouse is the winner! *Meow!*

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